

AMENDMENT TO THE CLAIMS

Sub B27 1. (Currently amended) An electronic gaming system for providing game play to a user, said electronic gaming system comprising:

a dumb electronic gaming unit requiring a main processor for operation during game play, said dumb electronic gaming unit having at least one I/O device; and

a processor module removably connected to said dumb electronic gaming unit, said processor module including a main processor for controlling the operation of said dumb electronic gaming unit and running a game play program during game play.

2. (Original) The electronic gaming system defined in claim 1 wherein said electronic gaming unit includes a housing having an externally exposed connector for connecting said processor module to said electronic gaming unit.

Al 3. (Original) The electronic gaming system defined in claim 1 wherein said electronic gaming unit includes a housing having a bay for receiving said processor module and said bay includes a connector for connecting said processor module to said electronic gaming unit.

4. (Original) The electronic gaming system defined in claim 1 wherein said processor module includes a unique identifier.

5. (Original) The electronic gaming system defined in claim 4 wherein said unique identifier is an IP address.

6. (Currently amended) The electronic gaming system defined in claim 1 further comprising a plug-in communication module electrically connected to said main processor for communicating with another gaming unit in a logical network.

7. (Original) The electronic gaming system defined in claim 6 wherein said another gaming unit is a master gaming unit in a logical network.

8. (Original) The electronic gaming system defined in claim 6 wherein said plug-in communication module includes wireless communications hardware.

9. (Original) The electronic gaming system defined in claim 8 wherein said wireless communications hardware includes security means.

10. (Original) The electronic gaming system defined in claim 6 wherein said plug-in communication module includes hard-wired network communications hardware.

11. (Original) The electronic gaming system defined in claim 10 wherein said hard-wired network communications hardware includes at least one of Ethernet connection hardware and a telephone line.

Al 12. (Currently amended) An electronic gaming system including a plurality of gaming units connected together in a logical network for providing game play to one or more players, said electronic gaming system comprising:

a dumb remote electronic gaming unit for use by a player during game play, said dumb remote electronic gaming unit comprising an output device, and a connector; ~~and a processor module removably connected, via said connector, to said remote electronic gaming unit;~~

a processor module removably connected to said dumb remote electronic gaming unit via said connector, said processor module including a main processor for controlling the operation of said dumb remote electronic gaming unit and running a game play program during game play; and

a plug-in communications module removably connected to said dumb remote electronic gaming unit, said communications module including communications hardware for providing a communications link between said dumb remote electronic gaming unit and another gaming unit in said logical network.

13. (Original) The electronic gaming system defined in claim 12 wherein said another gaming unit is a master gaming unit in said logical network.

14. (Currently amended) The electronic gaming system defined in claim 12 wherein said another gaming unit is another dumb remote gaming unit in said logical network.

15. (Original) The electronic gaming system defined in claim 12 wherein said plug-in communication module includes wireless communications hardware.

16. (Original) The electronic gaming system defined in claim 12 wherein said output device comprises a display.

17. (Original) The electronic gaming system defined in claim 12 wherein said plug-in communication module includes hard-wired network communications hardware.

18. (Original) The electronic gaming system defined in claim 17 wherein said hard-wired network communications hardware includes at least one of Ethernet connection hardware and a telephone line.

19. (Currently amended) The electronic gaming system defined in claim 12 wherein said dumb remote gaming unit includes a housing in which said output device and said connector are disposed and further comprising an external connector, wherein said communications module is a plug-in module for connecting to said connector.

20. (Withdrawn) An electronic Bingo gaming system for providing game play to a user, said electronic Bingo gaming system comprising:

a master gaming unit;

a remote electronic gaming unit spaced apart from said master gaming unit, said remote electronic gaming unit having a microphone for providing voice communication with said master unit to indicate said remote electronic gaming unit has scored a Bingo; and

a speaker connected to said master unit for broadcasting said voice communication when said remote gaming unit has scored a Bingo.

21. (Withdrawn) The electronic bingo gaming system defined in claim 20 further including false Bingo deterrent means for defeating the broadcast of said voice communication when said remote gaming unit has not scored a Bingo.

22. (Currently amended) An electronic gaming system for running an associated game play program capable of providing game play to a player, said electronic gaming system comprising:

a master unit;

a plurality of dumb hand-held units spaced away from said master unit, each dumb hand-held unit comprising:

a housing,

an I/O device held in said housing, and

a connector; and,

a plurality of plug-in processor modules, one for each of said plurality of dumb hand-held units, each processor module comprising a main processor for controlling the operation of said dumb hand-held unit and running a game play program during game play and a connector adapted to mate with said connector of a respective one of said plurality of hand-held units for connecting said main processor thereto. ~~wherein each of said plurality of hand-held units cannot run the associated game play program without a respective one of said plurality of processor modules.~~

23. (Currently amended) The electronic gaming system of claim 22 further comprising a plurality of plug-in communications modules selectively electrically connected to a respective one of said plurality of dumb hand-held units to enable said plurality of dumb hand-held units to communicate with said master unit.

24. (Currently amended) The electronic gaming system of claim 23 wherein said master unit is stationary and said plurality of dumb hand-held units are portable.

25. (Original) The electronic gaming system of claim 24 wherein said communications modules each include wireless communications hardware.

26. (Original) The electronic gaming system defined in claim 23 wherein said plurality of plug-in communications modules each include security means.

27. (Original) The electronic gaming system defined in claim 23 wherein each of said plug-in communications modules include hardwired network communications hardware.

28. (Original) The electronic gaming system defined in claim 23 wherein each of said plug-in communications modules includes at least one of Ethernet connection hardware and a telephone line.

29. (Currently amended) The electronic gaming system of claim 22 wherein each of said plurality of dumb handheld units further comprises a theft deterrent feature.

30. (Original) The electronic gaming system of claim 22 further comprising a battery connected to said housing for powering said I/O device.

31. (Original) The electronic gaming system defined in claim 22 further comprising a memory backup battery in each of said plurality of plug-in processor modules.